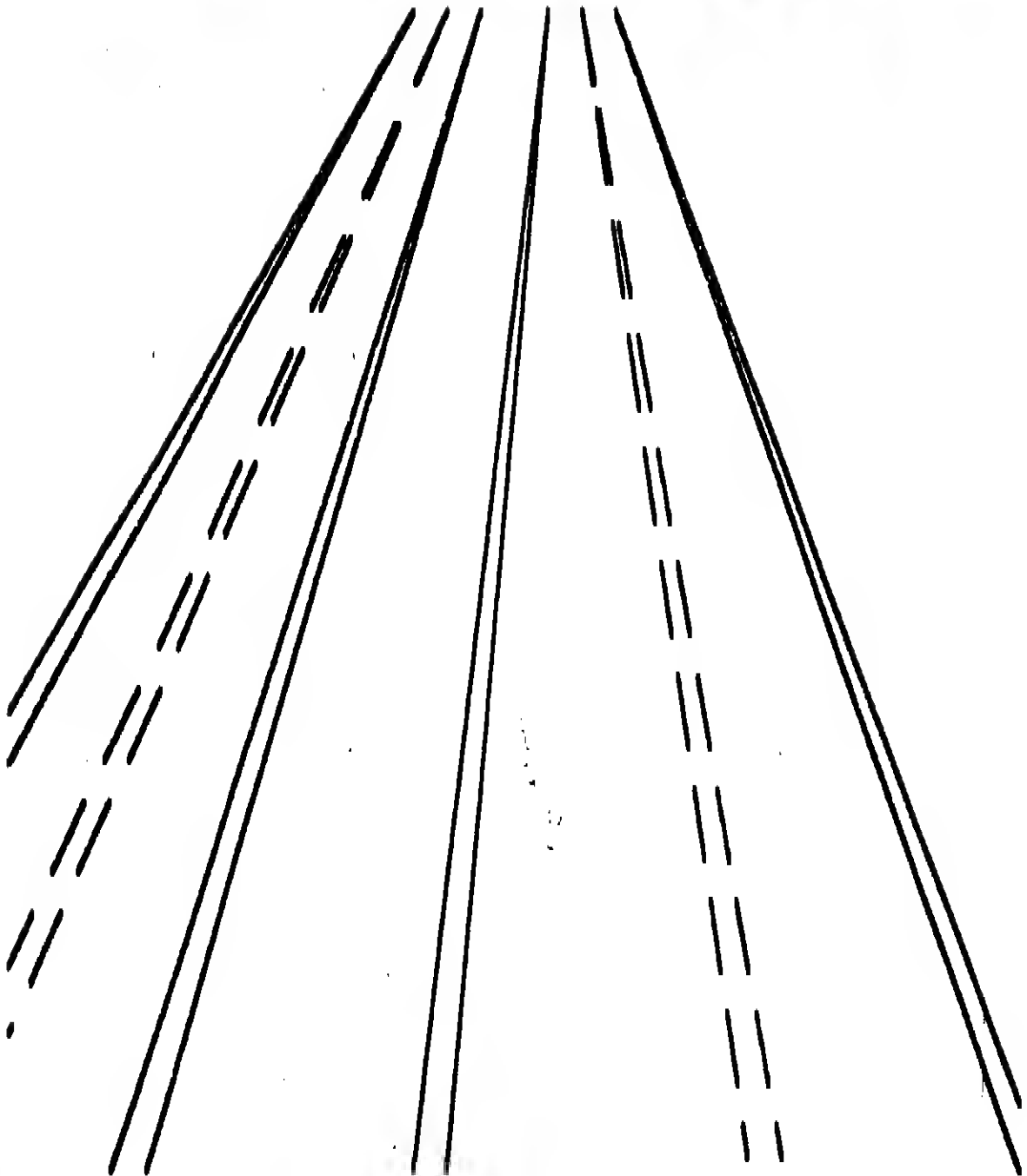


#9

DOT HAPPY



DOT HAPPY - ISSUE #9 - 16OCT81

Dot Happy is a gamezine dedicated to the play of postal Diplomacy. Diplomacy is a war game invented by Allan Calhamer and presently owned by the Avalon Hill Game Company.

Dot Happy is published monthly by Allen Wells (phone: (617) 879-2183) for the subscription rate of \$.50 per issue. Game fees are \$5.00 with a \$5.00 refundable NMR deposit. There is presently one game opening in Flexible Build Diplomacy, but all openings in regular Diplomacy have been filled. House rules are available on request, just send a SASE. Subscriptions are regarded as a lump sum out of which issue cost is taken, so if rates do go up present subscriptions will be affected. Advance warning will be given of any rate increase. You may cancel your subscription at any time for any reason and the balance of your sub will be refunded.

Hello!

This issue will be somewhat different than some of the ones in the past. This time I not only have a lot of ramblings, but I have two rather interesting letters that I've printed, both in reply to articles in the last issue. In the ramblings there are a few things of note. An update to the Gen-Con report, a proposed house rule change, a notice on Canadian Diplomacy sets. A short report on the results of the Marco Poll are also there. Take a look through them.

There are also a couple of interesting, I hope, articles this time. First is an article by Jim Williams about some fun things that can be done with a stand-by position. Following this is the article I promised last time entitled 'The Russian Frolic'. This is the strategy article I promised last time about an opening for Austria and Turkey that uses A Con H.

I am running out of contributions of articles from subscribers, so if you have some ideas, write them up and send them in. I do give sub credits for contributions.

This Issue:

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Ramblings

RETRACTION FROM GEN-CON REPORT: it seems that certain of the statements I made about the smoking issue at Gen-Con were wrong. I had made the mistake of thinking that since I started the issue and since I was the person being blamed for everything, that I knew what was happening. As it turns out, this was not so. After some long communications with some of the people involved, I have found out some things that I hadn't been told about, and that I should have been told about. To the smoking section at Gen-Con, I apologize. Had I known what was being proposed in my name, I would have opposed it as much as you.

While I don't want to go into great detail about it here, since I brought it up in the Gen-Con article, I will give an outline of what happened. A detailed letter about this has been sent to John Michalski's Brutus Bulletin (which hasn't folded yet, but will soon).

My part in the smoking debate at Gen-Con was minimal. All I really did was get Robert Sacks to agree to bring it up at the general meeting. From then till the meeting I knew nothing of what happened, and assumed little had since no-one told me about anything, and Robert had promised to try to wait till I got to the general meeting to bring it up. When I got there, I was given the impression that Robert had written the agenda on the blackboard listing the smoking issue as one of the items and that the 'smoking section' had immediately left in protest, totally unwilling to even talk about the matter. As it turns out, the matter had already been debated without my knowledge for a number of hours. Robert Sacks had, without my knowledge or consent, used his 'executive privilege' to declare the entire tournament area non-smoking with no provision whatsoever for smokers, and had let early arrivals know about this. When he found that some smokers (not surprisingly) objected, he started making elaborate plans for splitting the tournament in two.

My special apologies to Lee Kendter whose calm manner and level head was probably about the only thing that kept Sacks from killing his own tournament. While his proposal might have been the same as mine, people payed attention to what he said, and he proposed it when it needed to be proposed, unlike me. I was merrily playing D&D while all the real debating went on.

SETTLING IN MASSACHUSETTS: I'm definitely not liking it, but here I am stuck, for a while at least. My insurance rates are actually lower because of a turkey law they have here that doesn't allow the insurance companies to change your rates on the basis of age, sex, or marital status. I actually broke down and got my Massachusetts plates. Unlike Vermont, Massachusetts wants an extra \$30 per year for vanity plates, so I didn't get any. However, Massachusetts is also too cheap to give you front plates, so I got a custom front plate made that says "DOT H" in black old english lettering on a gold background.

I haven't gotten a drivers license yet, though. The Massachusetts DMV is ALWAYS busy during working hours (you can tell exactly when closing time is, all of a sudden the phones there ring). My roommate went there a while ago for his appointment and waited for a couple of hours. Finally someone came out and told him that the person he was supposed to be seeing had been fired due to budget cut-backs and they hadn't bothered to tell him. They also told him that under the new system you didn't have to make appointments, you just came in, so they took care of him. I went in that week and they told me they weren't doing out of state license transfers that day, and I had to get it taken care of the next week. Furthermore, starting the next week the system had changed and you now needed an appointment (all this after waiting in line, of course). Now they refuse to answer their phone. Of course, the police wouldn't care about a stroy like this.

The reason that this is being done is that Massachusetts voters decided their taxes were too high, so they voted to have them dropped (and not by that much). So, the government is trying their damnest to make the state pay for it. Teachers are laid off by the score, but the teachers on the payroll that never show up to class are left on. All sorts of wonderful things like that. This state sucks!

MARCO POLL RESULTS: While only thirty some odd people voted, that was still pretty good for a beginning poll. The Marco Poll is a somewhat different concept from the Leeder Poll and, I think, provides an interesting contrast. The Leeder Poll attempts to provide an idea of the average quality of the zines in the hobby. The Marco Poll, on

the other hand, tries to find out which zines are peoples favorites. While this definitely slants the poll toward large circulation zines and zines that are polarized (ie: people either love it or hate it), it does eliminate the possibility of grudge votes.

As with the Leeder Poll, I am quite pleased with the placing of Dot Happy, which placed 8th, in the Marco Poll. I think that it is also significant that Dot Happy came in 8th with no first place votes for it. In the first place, it tells me that Dot Happy is no-one's favorite zine, which doesn't surprise me at all since I am relatively recent. On the other hand, that means even more people put me in the top 5.

The poll was won, not surprisingly, by Brutus Bulletin which is the sort of zine that one would expect to do well in this sort of poll. BB has a relatively large circulation, and a lot of people love it. The vote, however, was overwhelming. The hobby will definitely miss the Brutus Bulletin.

For the most part, this poll gave results remarkably similar to the Leeder Poll. 8 of the top 10 zines in the Leeder Poll were in the top 10 in the Marco Poll. The biggest surprise was Voice of Doom by Bruce Linsey which rose from 26th in the Leeder Poll to 2nd in the Marco Poll. It is obvious that Voice of Doom either had a lot of grudge votes in the Leeder Poll or it has a very divided readership.

NEW POSTAL RATES, AGAIN: Our Friendly Post Office is planning on hiking our rates again. This time to 20 cents for the first ounce, though the rates for the second ounce aren't supposed to rise as much. Postcards would go up as well. I've already seen some of the 'C' stamps. Some of the sales people at CRDS (my company) are really excited since we do our programming in the computer language 'C' and they are planning to buy sheets of the stamps and use them as a sales gimmick. The PO claims that this raise will keep them even for two years. I will believe this when I see it. I am beginning to think that the only thing that can save the PO is to declare it bankrupt so it can be put into a receivership. Then the top management could be replaced and the stiff civil service contracts changed.

I personally am very skeptical about the chance of this rate increase being enough. The previous change the proposed increase in business rates are making it quite worth while for other companies to spring up specializing in much cheaper inter-office mail, and they are. Since business mail heavily subsidizes personal mail, losing that market will take away the PO's most profitable market. All that will be left is personal mail, junk mail, and non-profit mail. We shall see, but I expect bad things for our mail service's future.

However, we still have something to be thankful for. The Canadian mail service is decaying even faster. In addition to only working for 10 months a year, they expect a VERY drastic rate increase soon. Even worse (for the Canadian-American dealings in the hobby) is that it seems Canada might start considering mail to the US as foreign mail. More on this when I find out.

One final note, an increase in postage will probably increase the price of Dot Happy. I don't feel too guilty because I am losing a little now and I planned to increase the cost much earlier, but you will all get fair warning first. Remember, if the subscription cost increases, your present sub balances will be affected. However, don't despair yet. The Post Office is having legal charges brought against it, rates MIGHT not rise ...

VAMPIRES ARE MAKING IT IN MASSACHUSETTS: (From the October issue of Omni, p. 172) Stephen Kaplan, of the Vampire Research Center, in New York City, has completed the world's first vampire census. The results? People in Massachusetts should worry.

After receiving more than 500 responses, Kaplan found 21 vampires who "survive by drinking human blood" in the United States. For some reason, he says, U.S. vampires like Massachusetts best with Arizona, California, New Jersey, and Virginia following in popularity. In addition, he received scattered reports of cases in Canada and in countries as distant as Germany and Japan. Those who were enumerated in the census ranged from 15 to 41 years of "apparent" age, but some claimed to be as much as 300 years old.

Some of the vampires who responded to the census do live in coffins, but not underground. Kaplan himself asserts, "I never met a vampire I disliked. They're all fascinating . . . as long as they don't sup on my blood."

-- Allan Maurer

My response: Now, I have suspicions that certain unnamed people out there might take this seriously, so I feel it is worth a rebuttal. First, the guy writing this

obviously doesn't know what he's talking about. Coffins for vampires are OUT! The modern vampire is much more likely to use a waterbed filled with dirt instead of water. Only the poverty stricken vampires still use coffins. Secondly, the fact that he got 500 responses and only 21 were 'confirmed' should tell you something. In reality, all 21 of those were just fakes that he was too naive to discern. No self respecting vampire would let HIM know about it, and besides, there are more than 21 vampires in Massachusetts alone, so his poll is ridiculously incomplete.

So, I hope none of you are taking this seriously! After all, we all know vampires don't exist, right?

SECOND DOT HAPPY POLL? I am now feeling rather remiss, since I had planned to have a second poll out long before now, but space has been at a premium in most issues and I haven't been able to do it. However, it has been too long since the last one, and another is high on my priorities. I am considering having the poll being much broader in scope than the last one, with questions not only about Dot Happy, but about the hobby in general. I am soliciting questions for this. If there is anything that you would like to know about what the hobby feels about things, let me know and I'll try to put it in.

PROPOSED CHANGE IN METHOD OF STARTING GAMES: Due to the bru-ha-ha involved in the starting of Garden State (see the games section), I am considering changing the way I start games. I presently have a 'chase-me-Charlie' rule which says that a S'01 NMR will delay the game as I select a standby for the player in question and extend the deadline. Unfortunately, this has led to the second consecutive delay in the game. (The first was when a player did not get the game-start packet, though he did get the issue of the zine announcing the start. The game was delayed because he didn't bring this to my attention till near the deadline.) I am considering replacing this with the use of 'neutral moves' where if a player NMR's in S'01, the neutral moves are used for that country and a standby is called. However, I am not at all sure whether this is the right thing to do. If any of you feel strongly one way or another, let me know.

MAPS WITH GAMES ARE CATCHING ON: As you all no doubt know, I feel that maps with the adjudications are something that add a lot to the game reports. Well, it seems that some other people are starting to agree with me. Recently a number of zines have started using maps with the games. The Dot Happy maps are now being used by Gary Coughlan in Europa Express and Don Sigwault in Hoof and Mouth. In addition, Jack Fleming will be using them in Paranoics Monthly.

I am pleased to announce that another zine has recently joined the group. The last issue of Bern Sampson's Torpedo includes the board positions on Dot Happy maps. This pleases me tremendously as I am playing in two games in Torpedo. It was wonderful opening up the zine and seeing the position and being able to tell at a glance what had happened in the games (though I must admit I'm biased).

If anyone out there is interested in using the Dot Happy maps in their publication, let me know. I think the maps can make a good addition to a zine that runs a few games, and I am more than willing to send out samples of the maps.

DIPLOMACY SETS FROM CANADA: One of the many zines that have joined Dot Happy in urging subscribers to send nasty letters to Avalon Hill is Fred Davis' zines Bushwacker and Diplomag. In response to this, some of his Canadian subscribers have written in and said that the House of Games, who has the rights to Diplomacy in Canada, is still making sets with wooden pieces and the non-divided board. Unfortunately, as part of their license for the game they are not allowed to ship the game into the United States. However, there is nothing to prevent a Canadian to mail them south or an American from going across the border and bringing them back. If anyone is interested in doing either, I am quite willing to advertise that in Dot Happy.

ANOTHER DEFICIENCY IN THE NEW SETS: In talking with Jim Bumpas, I found out another, very real problem with the new sets. The plastic pieces are not only too small, but they apparently cannot be placed in a distinctive position (such as standing the wooden pieces on end) to demonstrate orders of support. Since adjudicating positions is much more difficult if support cannot be indicated, this seems to be yet another reason for complaint against the new sets. I advise anyone not yet having sent letters of protest to Avalon Hill to do so, and mention this.

I AM NOW A 4 SET PLAYER: The Diplomacy sets that one of my dearest, most lovable subscribers got for me have arrived! They are wonderful!! Also, the subscriber was able to get a discount for me (bless his heart!) so even with postage they were cheaper than new sets! In addition to having the wooden pieces **WITHOUT THE FRENCH AND ITALIAN PIECES LOOKING IDENTICAL**, the coloration of the board is better than the newer boards (though I admit this is a matter of taste). I kept two of these and sold two to my friends. I got another set from a person at work who bought it when he was in college and never played it. This was an even earlier GRI set! The Tank-Driver is pleased!

LETTERS

I have two letters this month that I think are of interest. The first is from Mark Berch (Diplomacy Digest) and is in reply to Brux's article 'The Astonishingly Arrogant Ankan Assault':

Brux's article was interesting, but I am not sure that he has made the case that, even in the circumstances he has described, that his opening is a good idea. The crux of the opening is that A Bul distracts A Ser from helping T against R, because of the threat of A Bul-Gre standing off F Alb-Gre. By removing that distraction, A Ser should be more willing to help T against Russia. The problem is, one must balance that consideration against several others that move in the opposite direction:

1. The risk to Gre is not gone unless Italy has moved F Nap-Tyr. While this risk is small, Austria cannot overlook it entirely, and might want to take no chances. Indeed, the threat of A Bul S Ita A Apu or F Ion-Gre may be an even better way to turn A Ser away from Gre, since in that circumstance, A Ser will be wanted in terms of Aus getting Gre, tho this is a secondary factor.

2. If T opens A Con-Bul, F Ank-Bla, and A Smy-Arm, Austria will have very little fear that T will contest Bul, particularly if, as you say, the move to Bla succeeds. T has committed himself so thoroughly that unless Aus has some very good reasons, he should be willing to trust him.

3. Most important, the opening has placed an awful lot of temptation in front of Austria. With the regular opening, Aus will usually stick with his T alliance --- after all, he does have a good ally, and is not in a good position to go after T. But now, the choice of F Alb-Gre, A Ser-Bul looks awfully good. Ser is safely behind the lines for another build next year, and Turkey is already hemmed in. T will not be able to block F Gre-Aeg, nor mount a supported attack on Bul till fall (at which point, A Ser can support). In a sense, A Con-Ank destabilizes the A-T alliance by presenting such a devastating double cross possibility to Austria.

It is for this reason mostly (points 1 and 2 are secondary reasons) that I still think that A Con-Bul is "always" correct.

My Reply:

First, let me deal with your points. They definitely have merit, but have their holes as well.

In point 1, you say that the threat to Greece is not gone, thus staying out of Gre has not gained Austria anything in the way of added security to use his A Ser in your defense. You overlook the fact that Italy will very rarely move to Greece if he thinks he will be opposed unless he expects to be supported. The free build in Tunis is much safer, and only a rare Italy will forgo it unless he is guaranteed a build elsewhere. Turkey is by far the biggest threat to Greece. A bounce from Bulgaria costs Turkey nothing. Furthermore, later in this point you give even more credence to Brux's point. You say that a Turkey in Bulgaria can threaten Austria by threatening to support Italy to Greece. The whole point of the AAAA opening is to gain Austria's trust by NOT threatening him.

In point 2, you are of course right, an Austria seeing the 'Crimean Crusher' opening will usually feel that Turkey's attentions are rivetted to Russia, but therein lies the danger as well. The Crimean Crusher opening can easily be seen as the opening of a greedy Turkey who plans to gain Rumania and Sev for himself, leaving Austria out in the dark unless he can make it to Warsaw. Such an Austria may well decide to

help Russia. After all Russia can offer Austria Bulgaria, or Rumania if he loses it to the initial onslaught from Turkey.

In point 3, you mention that this opening gives Austria a chance to screw Turkey and thus destabilizes the alliance. Giving Austria a chance to screw Turkey I will buy, but it is hard to destabilize an alliance that does not exist. The AAAA was proposed as a way to take an otherwise leery Austria and demonstrate your intentions. Granted, this opens you up some, but opening yourself up can be quite reasonable if it gains you an ally.

Of course, for the great majority of games you are quite right, but this opening was not proposed as a general purpose one, but for a rather limited set of cases. In those cases, I agree with Brux that it is something worth considering. Of course, determining whether the situations are right is difficult, but that's Diplomacy.

This next letter is from John Michalski (Brutus Bulletin):

Re: the note on "burnout" in the last DH -- I beg to disagree. There may be people who burn out rapidly, but these are most often younger types who are real enthusiastic this month, maybe next month, but when Black Dots #6 is due, they have shifted their attention elsewhere. That's not what I call burnout, by the way: that's immaturity. You are right to applaud the hobby stalwarts who plug away, once a month, every month, with their 5-8 pages. They are useful and a credit to themselves and our hobby. However, they rarely produce great zines. Good zines, yes; reliable zines, yes; exciting zines? Action zines? One you'd sub to with no intention of playing in? No. No, the "top" zines, the ones you're glad to see in the mail even when you're not in any games, are ones whose pubbers are doing what you call "too much".

You are wrong to say it is better to have someone put out half as much for twice as long. I published 100 issues in 4 yewars - roughly every 2 weeks, a little more. Would the letter column, the feuds, the mudslinging/humor/BSing have been better once every 4 weeks for four more years? Definitely not! The reason BB gained some fame and mention here and there was because it was big and current, and because it was current, it got material that made it big (which then filled it faster, making it more current, etc., etc.). Now, perhaps BB was a special case you say. Well, let's look elsewhere. Black Frog last spring was coming out twice a week it seemed to me. No 2 were alike, few had contributions -- it was all Masters, or fakes by him. Clearly he was "burning himself out". But would BF be BF if it only came along every 3 or 4 weeks? What about VD? It's come out 18 straight weekends lately. Sure Brux ought to have been chasing skirts instead, but would VD be what it is if it were only 5-6 sheets each month? Hell no! VD is what it is precisely because it is put out by a character who would rather spend 4 months publishing at quadruple rate than do anything else. He really did answer his phone with a deep, rumbling "The-Voice-of-DOOMMM" when he lived alone; nuts? Sure! But hell, that's what makes a mediocre monthly warehouse into a great zine. You've got to be a little crazy. The crazier the better! Give me great zines for 3 years instead of mediocre ones for 6 or 10 or 19 years anytime.

The hobby's best is put out by those who burn themselves out to do the best job they can, as much as they can. People pacing themselves are fine, but those exceeding the pace of the hobby are the ones who make it all worth while.

My Comments:

Thanks John, a point definitely well made! You are, of course, right in saying that the biggest contributions to the hobby are made by people who are devoted to an almost insane degree, and that this devotion cannot last forever before the person tires from it.

However, I would say that most of the disagreements we have is over the definition of burn-out. I would say that a zine which is published intensely for 3 years has had a long, fruitful life. What I was considering to be burn-out is what you referred to as "immaturity".

In the sense which you use, I am almost definitely burning myself out. I do not expect to be publishing Dot Happy forever, quite possibly just until the games that I am starting finish. But who knows! On the other hand, my idea of burn-out is pushing your involvement in the hobby until you can't stand it any more, and then dropping out of sight. I plan to stay active in games and writing articles after I finish

my time as publisher. In that sense, I do not consider myself to be burning out.

ARTICLES

For this month, we have:

- Standby for Fun: An article by Jim Williams that talks about reasons to stand by.
- The Russian Frolic: An article by Allen Wells about a combined opening for Austria and Turkey that does not use A Con-Bul.

As usual, if you have any comments about these that you would like to make publicly, or if you have an article you would like to see published, send it in to me. I do extend sub credits for published material.

Standby for Fun

Jim Williams

Look through any zine, and every few issues or so, you'll see a list of names under the heading "Stand-bys". The people on the list are as diverse as the general hobby membership. You'll see novices, top rated players, players who are in a lot of games, players who are in none, and more. Why do these people join a standby list?

One reason is that GMs need them, and the more the merrier. Another reason is that you get a free game out of the deal. My reason for standing by however, is that it is fun!

Skeptical, are you? Well, it's true. You must remember that standing by is like anything else, you have to put something into it, to get something out of it.

When a stand-by is called to send in orders after an NMR, he can approach the task in one of two ways. He can hope that the offending player returns, or he can pray that he is allowed to continue. Anyone hoping not to take over a position can hardly expect to derive much enjoyment out of it should he get it.

On the other hand, the player hoping to take over can begin having fun right away. He can start negotiations with potential allies, even going directly against the policies of the former government. All may be for naught if the NMRing player returns, but there is one way of getting something out of even an aborted stand-by takeover; in the press.

Most zines will allow a stand-by to submit press, even though the original player returns. A player can issue two sets of press releases, one to be used if the original player returns, and the other to be used if the position becomes the stand-by's.

The possibilities for press are endless. Press can deal with coup attempts (my favorite), outline new foreign policy, or simply throw a few friendly barbs at players in the game, including the one that NMR'd. Just use your imagination and you should have no trouble coming up with something.

One point I have yet to mention in favor of standing by is that there is not the same pressure on a standby that there is on a regular player.

Should the standby player be eliminated or lose, why it must have been the lousy position the country was in when he took it over. Either that, or the other players ganged up on him because he was an outsider.

At any rate, a loss under these conditions does not really count against the standby. A win, however, does. I may be wrong, but it is my understanding that if you take over a 17 center Russia in 1909, and take one more in 1910, you would have a win

on your record. Granted, it wouldn't be a very rewarding victory, but nonetheless, a victory it is.

Now that I've gone through some of the reasons why you should be a standby, I'll list all the reasons why you shouldn't

My Comments:

Well, the emphasis on press is not at all surprising from Jim. Look at the game 1981AP in Murd'ring Ministers to see what he can do with press as a standby. Or, for that matter, to see what a good press writer in general he is.

And while it is the case that the majority of positions taken over by a standby are not very good, the full gamut of positions fall to standbys at one time or another. One of the games that I took over as a standby (1981AP) I took over BEFORE Spring '01. The Russian player had resigned before the first orders were due after paying his game fee. That's one free game for me! Doug Beyerlein told me of one game he was GMing under the old rules where you had to have the majority of the PIECES on the board, not centers. A player had reached 18 centers and only needed to send in his build. He never did.

The Russian Frolic

by Allen Wells

ABSTRACT: The Russian Frolic is a combined opening by Austria and Turkey, primarily against Russia. It assumes an Italy that will take no aggressive action against Austria in 1901. The most distinctive aspect of this opening is the initial order for the Turkish A Con, A Con H. This move is designed to remove possible threats to Austria from Turkey, allowing Austria to take a more active role against Russia immediately.

Unlike the Kendall Key, this opening relies relatively little on diverting or deceiving the other countries on the board. The moves and their significance are relatively straightforward. Thus, the required effort needed for good results is correspondingly less.

The main idea of this opening is to give Austria a way to move immediately against Russia, rather than having to consolidate Spring '01 builds first, then go on the offensive. This is accomplished by taking any possible threat of Turkey against Austria away, while still mounting a major offensive against Russia. The absence of a Turkish unit in Bulgaria after S'01 allows Austria to be more leisurely in gathering Serbia and Greece, allowing a more aggressive move for A Bud in S'01.

Spring '01 moves:

Austria: A Vie-Gal, A Bud-Rum, F Tri-Alb;
Turkey: A Con H, A Smy-Arm, F Ank-BlaS;

This is the crucial move of the opening. Russia is attacked with no less than 4 units!! Galicia, Rumania, the Black Sea, and Armenia are all attacked. Only two of these (Gal and one other) can possibly be bounced. No matter what happens, the pressure against Russia will be enormous.

There are three possible moves for the Russian fleet in Sev, to the BlaS, to Rum, and to Arm (also to hold, but that is a degenerate case and if that happens, Russia is in even worse shape). In all these cases, Warsaw could either move to Galicia or not. In all cases I will be assuming the WORST case move of A Mos-Ukr. If it stays in Moscow, tries to move to Sev, or moves north, things are much better.

Fall '01 moves:

Russia moves to Rumania: This means that Rumania is still empty, and Russia cannot be in Galicia because of the Austrian move. Consider the following moves:

Austria: A Bud-Ser, F Alb-Gre, A Vie/Gal ?;
Turkey: A Con-Bul, A Arm-Sev, F BlaS S A Arm-Sev;

The Austrian unit from Vienna can do whatever it wants in terms of harrying Russia or

home defense. The units in Budapest and Albania pick up the Austrian builds in Serbia and Greece. The Turkish move on Sevastopol guarantees that the Russian cannot move to pick up Rumania without losing Sevastopol. After this move, Austria will build one unit in Budapest and another wherever he wants. Turkey is free to allocate his build as he sees fit. Rumania will have at least three allied pieces attacking it and an inadequate Russian force against it. Not only are the Russian forces now inadequate for defense, but not if the allied forces are needed to move against Russia. An attack on Italy can be started.

This is a case where I should mention what happens in one other alternative. If Russia keeps his army in Moscow and moves his A War-Ukr, he can move F Sev-Rum, A Mos-Sev S by A Ukr and keep Sev while taking Rumania. This can be countered by moving A Gal-War. This will require Russia to divert one of his forces or lose Moscow.

Note how Austria is free to wait till the fall to pick up Serbia. This is due to the absence of a threatening Turkish unit in Bulgaria. Also note how the Turk has no fear of being denied Bulgaria as the Austrian has no threatening unit in Serbia. This is the main advantage of the move A Con H combined with A Bud-Rum.

Russia moves to the Black Sea: In this case, Austria has actually made it to Rumania. Russia's fleet is in Sevastopol with a supporting piece in the Ukraine. Either no-one or Austria is in Galicia. Turkey is in Armenia.

Austria: A Rum S Tur A Arm-Sev, F Alb-Gre, A Gal-Ukr/A Vie-Gal;

Turkey: A Con-Bul, F Ank-BlaS, A Arm-Sev;

In this case, Austria tries to keep Rumania. Serbia can easily be taken in the next spring, and since Turkey is not in Bulgaria yet, taking Serbia CAN wait till the next spring. If Austria made it to Galicia, the hits on the Ukraine and Sevastopol will guarantee Rumania will not fall. But the move A Gal-Ukr is far from necessary. With the support of Sev being cut, the only possible move to take Rumania would let Turkey into Sev. Also note that the Russian taking Rumania does not hurt the Austrian, he can simply retreat to Serbia!

As before, if Russia is in Sev, Mos, and Ukr instead, an Austrian move to Warsaw will either cost the Russian Warsaw or an extra unit to protect it.

Russia moves to Armenia: This case is identical to the previous except the Turkish orders are: F BlaS-Sev, A Smy-Ank and the Austrian support is changed to A Rum S Tur F BlaS-Sev.

In all of these variations one theme runs in common. The choice of Turkey to delay the move to Bul and of Austria to initially move to Rumania give a better attack against Russia while allowing both parties of the alliance a more secure position. In all these variations, the moves of Russia make little to no difference, he will end up in a very bad position by the end of '01. If Germany can be convinced to bounce Russia in Sweden, there will be no Russian builds at all. This can be done in relative safety because it makes little difference to the opening if Russia knows what is going to happen in advance.

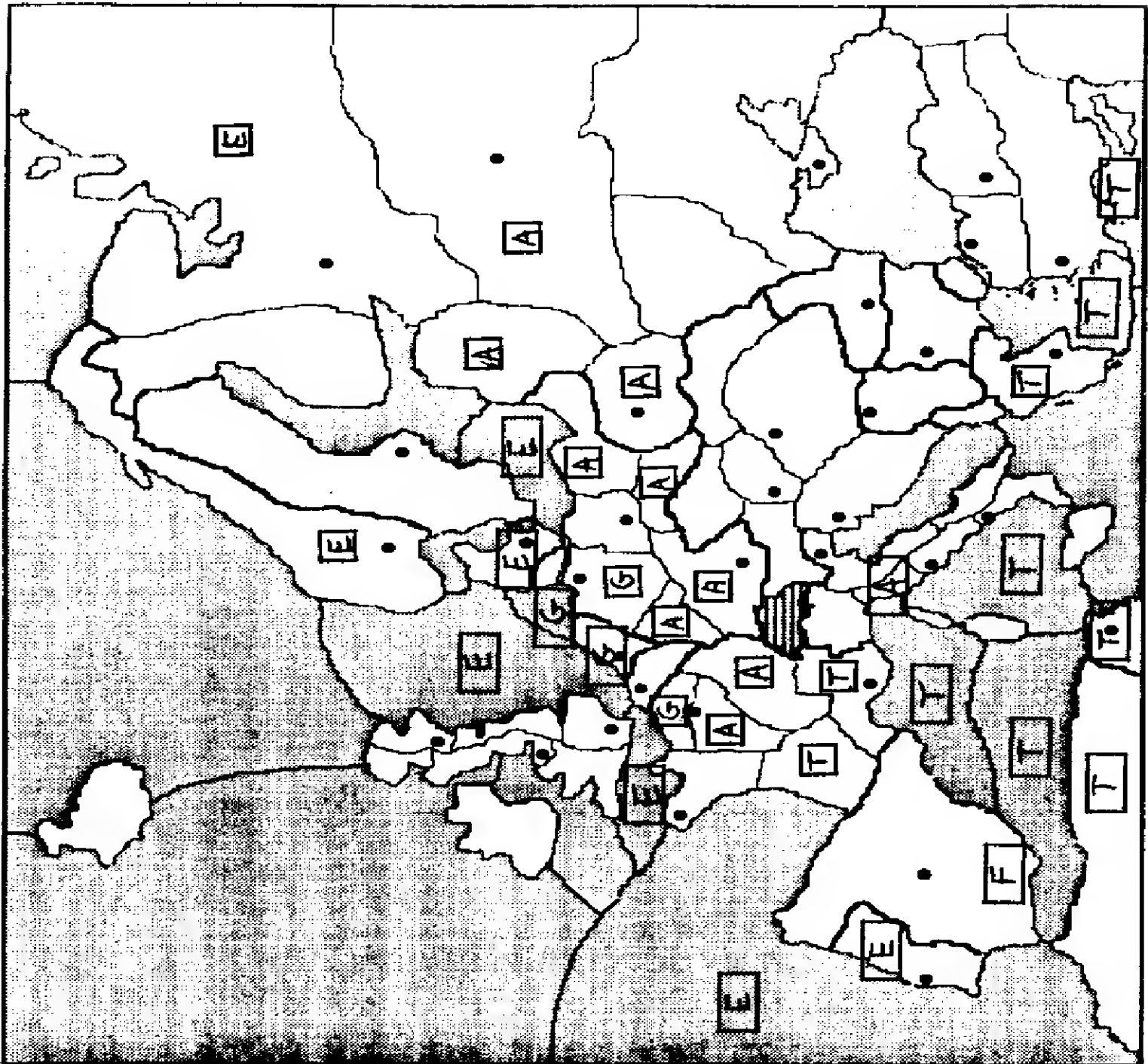
However, misleading Russia somewhat can be of help. The Austrian making it to Galicia will give a more potent offense. On the other hand, if Austria has some worries about Italy's move in F'01, he may want to actually arrange a bounce to keep the unit in Vienna where it can guard Trieste. You may want to maneuver Russia into moving to the Black Sea so Rumania will fall immediately to the alliance giving a somewhat better position against Russia. This is one of the few openings for Turkey where having Russia move to the Black can be good!

Assuming that Austria and Turkey move according to the opening in S'01, there is only one thing that can mess things up, and that is Italy. If Italy moves immediately against Austria, he is in trouble. However, losing Trieste in the fall is tolerable. Austria will still get a build, and the position against Russia is secure enough that the Italian should be able to be pushed out, especially if Turkey builds a naval force and pushes into the Med distracting the Italian forces. However, this opening is meant to be used when Austria expects a friendly Italy in '01.

Annie: 1980CU

Winter 1906/Spring 1907

Deadline for Fall 07 is Thursday 12 November.



English army in Gascony annihilated! Turkish and Austrian forces continue to advance! Everyone supports the last French fleet from any possible threat! Can England hold the line??

THE GAMES

Annie: 1980CU

Winter 1906/Spring 1907

DRAW DEFEATED: A-E-T

Austria (McKnight):	Home, Mos, Mun, Nap, Par, Rom, Ser, War (10) No Change;
England (Swartz):	Home, Bre, Den, Nwy, Por, StP, Swe (9) No Change;
France (CD):	Spa (1) No Change;
Germany (Stark):	Ber, Kie, Bel, Hol (4) No Change;
Turkey (JADunn):	Home, Bul, Gre, Mar, Rum, Tun, Sev, Ven, (10) Builds: F Con, F Smy;
Austria (McKnight):	<u>A War*-Liv, A Liv*-StP, A Pru*-Ber, A Mos* S A Liv-StP,</u> <u>A Mun-Rur*, A Bur* S Tur A Mar-Gas, F Tus* H,</u> <u>A Par* S Tur A Mar-Gas, A Sil*-Ber, A Boh-Mun*;</u>
England (Swartz):	<u>F NwgS-NthS*, A StP* H, F BalS* S F Den, A Gas-Bre [d*],</u> <u>F EnCh* S F NwgS-NthS, F Por* S Fre F SpaSC,</u> <u>F Den* S F NwgS-NthS, F MATl* S A Gas-Bre,</u> <u>A Nwy* S A StP;</u> <u>F SpaSC*;</u>
France (CD):	<u>F HelB*-NthS, A Kie* H, A Pic*-Bre, F Hol* S F HelB-NthS;</u>
Germany (Stark):	<u>A Gre* H, F Tun* S F TyrS-WMed. F GLyo* S Fre F SpaSC,</u>
Turkey (JFDunn):	<u>A Pie-Mar*, A Mar-Gas*, F Naf*-MATl, F TyrS-WMed*,</u> <u>F IonS-TyrS*, F Con-AegS*, F Smy-EMed*;</u>

Deadline for Fall 07 is Thursday 12 November.

London-Vienna: I very much agree with your definition of an ALLY. Unfortunately, that describes the German's action toward Italy and not England. England simply became impatient at months of silence, broken promises, lies, and threats of "Suicking out". As you have said "Good Friends" are hard to come by, especially competent and communicative ones. C'est la vie! Let the chips fall where they may.

Sandy: 1980CT

Winter 1906

DRAW DEFEATED: A-E-F-G-I
CONCESSION TO AUSTRIA PROPOSED

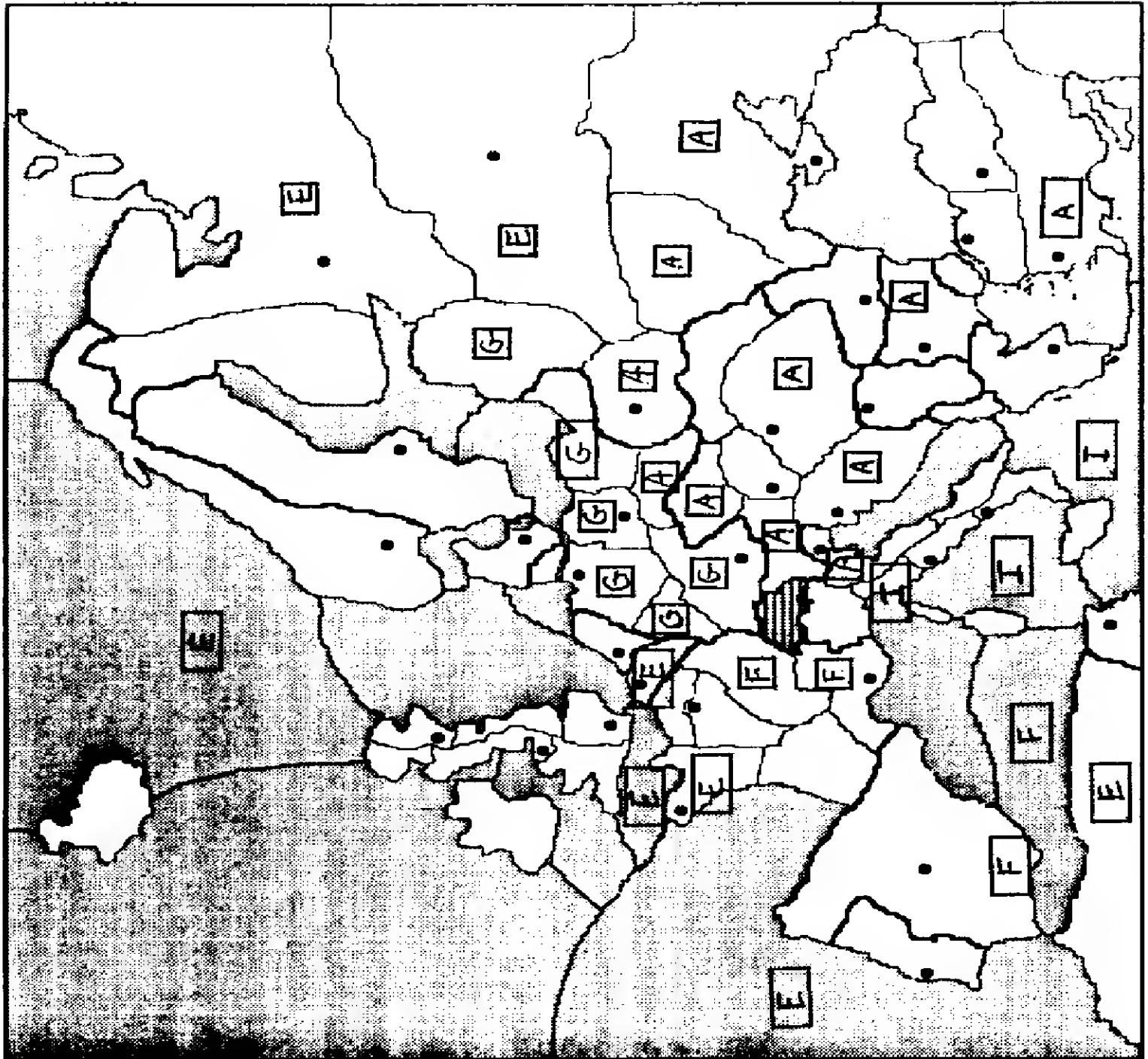
Austria (Ragsdale):	Ank, Bud, Vie, Bul, Con, Gre, Rum, Ser, Sev, War, Tri, Smy, Ven (13) Builds: A Bud;
England (GCunningham):	Home, Bel, Bre, Mos, Nor, StP (8) No Change;
France (JADunn):	Mar, Par, Por, Spa (4) No Change;
Germany (Kelly):	Home, Swe, Hol, Den (6) No Change;
Italy (Giddings):	Nap, Rom, Tun (3) Disbands: A Pie, A Tun, F GLyo;
Austria (Ragsdale):	<u>A Mos*, F Smy*, A Bul*, A War*, A Ukr*, A Boh*,</u> <u>A Tyr*, A Ven*, A Sil*, A Tri*, A Bud*;</u>
England (GCunningham):	<u>F Bel*, A StP*, F NwgS*, F Naf*, F Bre*, F EnCh*,</u> <u>A Mos*, F MATl*;</u>
France (JADunn):	<u>A Bur*, A Mar*, F SpaSC*, WMed*;</u>
Germany (Kelly):	<u>A Mun*, F Pru*, A Liv*, A Rur*, A Ber*, A Kie*;</u>
Italy (Giddings):	<u>F TyrS*, F IonS*, F Tus*;</u>

Deadline for Spring 07 and concession vote is Thursday 12 November.

Sandy: 1980CT

Winter 1906

Deadline for Spring 07 and concession vote is Thursday 12 November.



Italy maintains home naval force. Austria postpones two builds!

Note: Austria gained three centers, but can only build two since one of his centers is occupied. Austria chose to only build one of his two possible builds, and is thus playing two short.

Daddy Warbucks: 1980AS

Spring 1907

STANDBY CALLED FOR ENGLAND: JIM GRAY

England (Miller):	home, Nor, Swe, Kie, Den, Hol, -Bel	(8) No Change;
France (Grabar):	home, Mun, Por, Spa, +Bel	(7) Builds: F Bre;
Italy (CD):	Nap, Ven, -Rom	(2) No Change;
Russia (Albrecht):	home, Rum, Bud, Ser, Vie, +Ber	(9) Builds: A Mos, A War;
Turkey (JADunn):	home, Bul, Gre, Tri, Tun, +Rom	(8) Builds: F Smy;

England (Miller):	NMR!!! F Swe*, F Nwy [r-???*], F BalS*, F BarS*, F GBot*, A Kie*, F MATI*, A Den*;
France (Grabar):	F SpaSC* S Eng F Bre-MATI [nsu], A Bel-Rur*, A Mar*-Pie, A Mun* S Eng A Kie-Ber [nso], A Pie*-Tus, A Bur* S A Mun, F Bre*-MATI;
Italy (CD):	F GLyo*, A Tyr*;
Russia (Albrecht):	A Ber-Mun*, A Sil* S A Ber-Mun, A Boh* S A Ber-Mun, A Fin* S F StpNC-Nwy, A Bud-Vie*, A Liv* S A Mos-StP, F StPNC-Nwy*, A Mos-StP*, A War-Pru*;
Turkey (JADunn):	A Gre-Apu*, A Tri-Ven*, F NAI* S F Tun-WMed, F Tun-WMed*, F IonS* C A Gre-Apu, F Rom*-Tus, A Bul-Gre*, F Smy-AegS*;

Deadline for Fall 1907 is Thursday 12 November.

Paris: Who's my ally?

Junipero Serra: 1981AT

Winter 1902

ORIGINAL PLAYER RETURNS TO RUSSIA
NOTE COA FOR BLANT!!!

Austria (Eaton):	Bud, Gre, +Vie, -Ser	(3) Even;
England (Hammer):	home, Nwy, +Swe	(5) Builds: F Lpl;
France (Blant):	home, Spa, Por	(5) Even;
Germany (Kozlowski):	home, Den, Hol, +Bel	(6) Builds: A Ber;
Italy (Sampson):	home, Tun, Tri	(5) Even;
Russia (ACunningham):	home, Rum, -Swe, -Vie	(5) Builds: A War;
Turkey (Noble):	home, Bul, +Ser	(5) Builds: A Ank;

Austria (Eaton):	A Vie*, A Bud*, F Gre*;
England (Hammer):	F Swe*, A Nwy*, F NthS*, F MATI*, F Lpl*;
France (Blant):	F NAI*, A Spa*, A Bur*, A Gas*, A Pie*;
Germany (Kozlowski):	A Rur*, A Den*, F Bel*, F BalS*, A Mun*, A Ber*;
Italy (Sampson):	A Tri*, A Ven*, F WMed*, F IonS*, F GLyo*;
Russia (ACunningham):	F Sev*, A Fin*, A Gal*, A StP*, A War*;
Turkey (Noble):	A Ser*, A Bul*, F BlaS*, F Smy*, A Ank*;

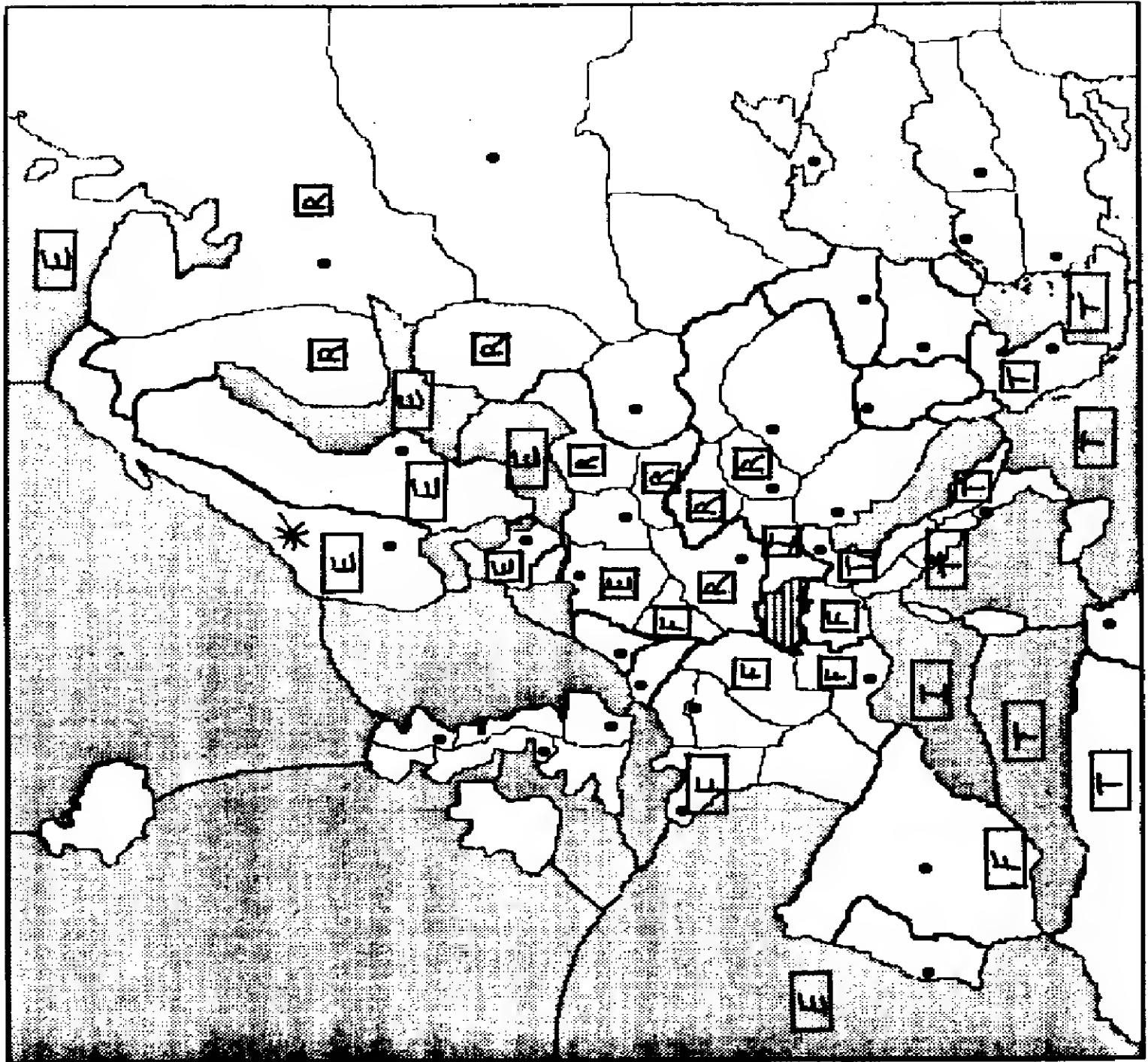
Deadline for Spring 03 is Thursday 12 November.

Moscow Reporter: Attempt on Tsar's life. He returns from a two month exile in Siberia. The Tsar was quoted as saying "breeding huskies is a lot of fun, but I'm glad to be back to the women in Moscow." The Tsar was further reported to say that he hoped to arrive in Rome in the next year or two to iron things out with the pope. He sends cordial regards to the Ottoman Empire and the Dual Monarchy.

Daddy Warbucks: 1980AS

Deadline for Fall 1907 is Thursday 12 November.

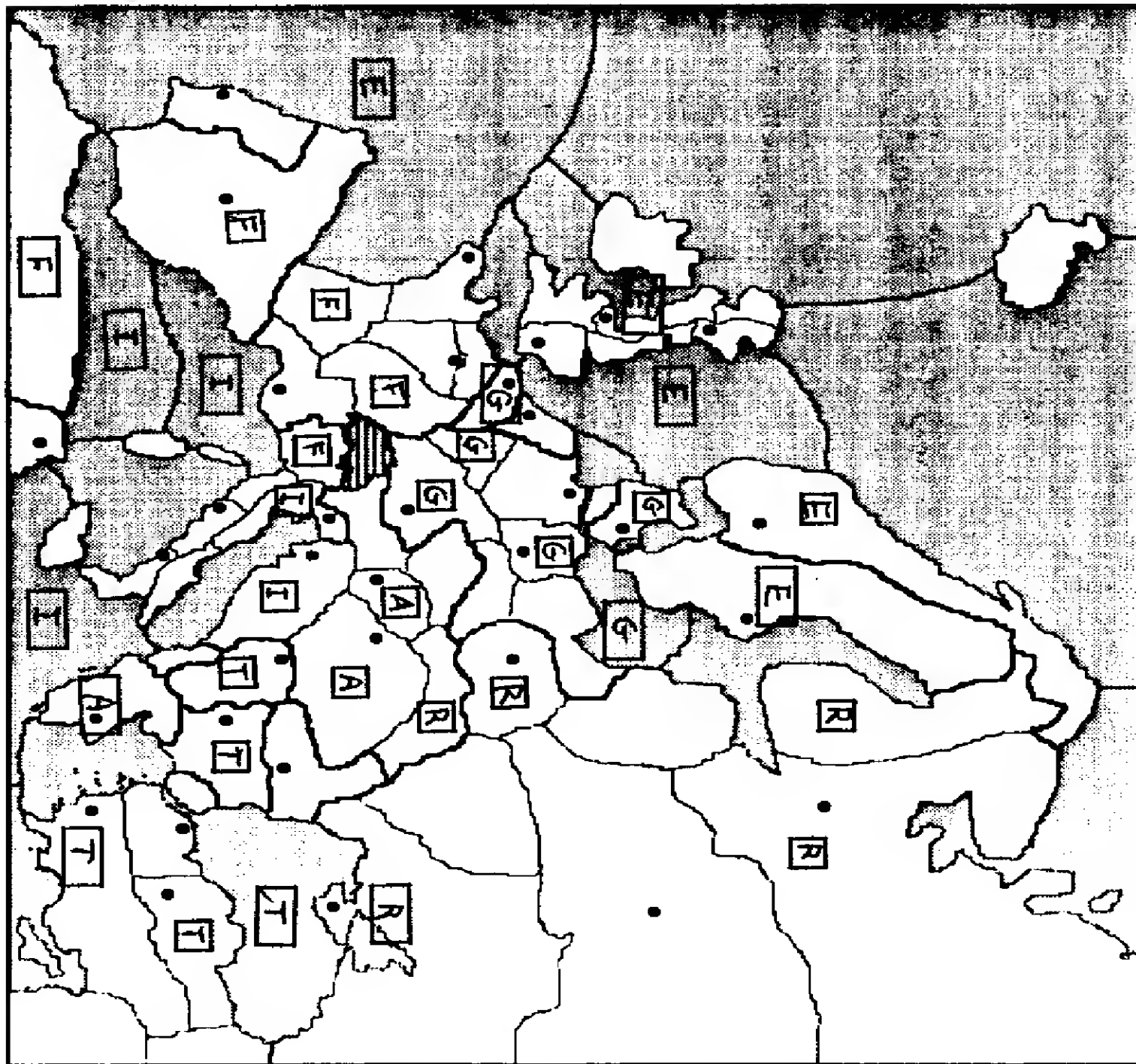
Spring 1907



England loses Norway in a crucial NMR!! Russian fleet strikes out behind enemy lines!!! France seems confused and caught flat-footed by the English NMR!! Can England conatin Russia! Will Turkey and Russia remain together??

Junipero Serra: 1981AT
 Deadline for Spring 03 is Thursday 12 November.

Winter 1902



Tsar returns to homeland after extended vacation breeding huskies. Assassination attempt upon his return!! Assassins killed on their own lighters! American Zippo saves Tsar's life!!

16 St Petersburg: Patrols on the St. Petersburg coast eye suspiciously the coastline. Reports of English and German flagships abound. Ambassadors sent to both countries seeking peace.

Tsar-World: Viva Blantpolian! It's good to be back in the winter playground. "Oh what I'd do for a handful of MIG's and a case of Russian vodka. My destiny awaits me!"

Warsaw: Polish army reports: "It is quiet on the Western Front???"

Germany-World: Wow! This is the first time in my postal diplomacy career that I've ever been the strongest country on the board.

Germany-World: Please - don't treat me as we did the last most powerful country on the board.

Moscow (stdby): ASSASINATION ATTEMPT FAILS - TSAR EXECUTES 7!!!

A band of Turkish terrorists, led by Dimitri Jeckov, a distant heir to the Russian crown, were apprehended shortly after an unsuccessful attempt on our beloved Tsar "Artie's" life.

The group was apparently trying to do in the Tsar by booby trapping all of the Tsar's cigarette lighters. They succeeded in wiring all of Tsar "Artie's" table lighters, but were caught in the act of removing the Tsar's new Zippo from the pants he was wearing.

The Tsar received the Zipo on his recent trip to the United States, during which he tried to garner military aid from the Americans to help defeat the Turkish dogs. The Zippo was all he received.

Hours after their caputre, the saboteurs were deviously executed. Each of them were forced to light a Turkish cigarette with the booby trapped table lighters. All seven were killed instantly.

What was left of their bodies was placed in a rubber dinghy and towed out into the Black Sea, hopefully to be recovered by Turkish dog fleets patrolling nearby. Then, they will know how uninvited guests are welcomed in Russia, and will know the fate that awaits them.

Expert Commentary: It appears that Turkey is going to be a strong country. He is surrounded by countries that can't afford to fight him. Italy appears as if he's in for a battle against France, Austria is struggling to keep his home country, and Russia is threatened by a strong E-G force in the north. The question of this game is thus: who will Turkey target for destruction?

Garden State: 1981HD

Spring 1901

PLEASE NOTE COA FOR BAUMEISTER, AND GRAY!!
STANDBY CALLED FOR GERMANY: STEVEN DUKE

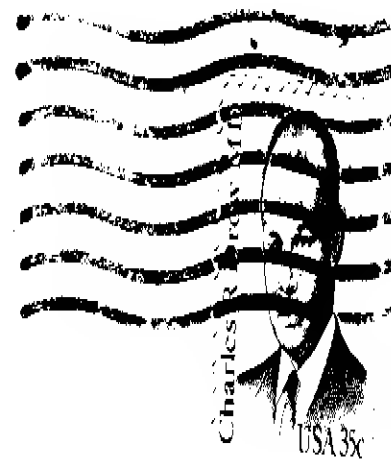
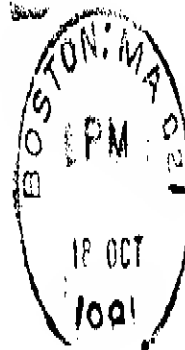
All right, by now you've probably guessed it, delayed again. Shit. As I said in the game-start packet, I have a 'Chase-me-Charlie' rule, ie: if I don't get the orders from a player, I replace him with a standby and delay the season. Well, I have not gotten any orders from the German player, Patrick Conlon. Also unfortunately, he is in the military stationed in West Germany, so I have no way of reaching him. So, according to my house rules, I have to delay the game again. I apologize for this, but there is little I can see that I can do. I have checked with some other publishers, and I can't come up with anything better.

So, I have selected a standby and here we go again. Let it be known that if I don't get orders from either of them, the game will NOT be delayed again! This is getting ridiculous!!

If you think that this is too much to tolerate (and I will not hold it against you if you do), let me know. If I get three people in favor, I will just declare this game an abortion and can it, possibly starting another if I get enough interest. If you want to continue playing the game, that is fine too, but I think that this has been delayed enough that you should have the option, especially since there have been no moves as of yet.

Deadline for Spring 01 is Thursday 12 November.

Allen K. Wells
1450 Worcester Road, Apt 8109
Framingham, MA 01701



- () This is a sample
- () I solicit a mutual subscription
- () I solicit a plug
- () Time to renew
- () See page
- () Please stand by in game

Larry Peery (G)
PO Box 8416
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